

BENEATH THE LEGO PHANTA-SEA

Overview and Features

This program is a totally immersive 3D real-time multimedia adventure where the user is invited to build, to explore and to play a series of missions and games in the LEGO valued tradition. Based on the engine for *The Adventures on LEGO Island*, the storyline of *BENEATH THE LEGO PHANTA-SEA* is unique to the Divers theme.

The program takes advantage of the high-performance 3D graphics engine developed by Mindscape for *Adventures on LEGO Island*. Navigation is similar to that game, using a mouse to go forward, backward, left and right. Also, there is a story-like structure told in three acts. The Brickster is brought back for further misadventures, and he is bolder and "badder" than ever. Much of the art content – especially the LEGO mini-figures – can be repurposed from *Adventures*.

The visual look of this program is quite different from *Adventures*. We will make extensive use of fog effects to provide a realistic underwater feel. Navigation is more purposeful. You can't simply drop into an arbitrary spot in the underwater world, you must navigate there. You had better learn your compass points.

Animals have a bigger role in this program, and the user will get a chance to talk with manta rays, octopi, sharks and porpoises. In addition, an inventory feature is built into the various configurations of submarines. A computer screen displays a picture of all the objects the user has collected and placed into the hold.

There are a lot of exciting places to see, and kids will find things hidden in all sorts of interesting places. Exploration will be highly rewarded.

This game takes a bolder approach to educational topics, and jumps right into ecology, biology, oceanography and food chains. These subjects will be presented with a large emphasis on adventure and the mystery of the unknown. These subjects are so interesting that a stealth treatment is not even necessary. Kids love these subjects.

LOCATIONS:

- Surface Platform: check in point
- Under Water Science Center
- Under Water Explorers Headquarters
- Shark Cave Maze
- Castle ruins
- Shipwreck

ACTIVITIES:

- Build Vehicles: Choose vehicle (list of 4) to build (appropriate to mission or activity).
- Each vehicle selected can be built two or three ways
- Explore
Meet and play with sea creatures

- Deep cavern exploration
- Vehicle Races
- Under water obstacle course (vehicle contingent)
- Team races: Brick Relay

MISSIONS:

- Rescue lost or stranded diver(s): 3 variations
- Find, capture and relocate sharks
- Treasure hunt
- Science Mission(s)
- Maintain balance of the sea ecosystem (plants, etc.)
- Data collection, analysis and build mission

FEATURES:

- Build GUI (vehicle): Select icon of each vehicle displayed to find out capabilities. Select and drag to build site to construct. Two or more variations can be made with the same bricks.
- Fish Translator: with the help of the Infomaniac, the science mission is to gather information and invent and build a translator for dolphin language.
- A working compass for vehicles
- Fish sonar
- Computer: to analyze objects found
- X-ray machine
- Radio receiver
- Inventory (in vehicles):
 - Spear gun (with tranquilizers)
 - Shark cage (for relocation)
 - Flashlights
 - Net
 - Bait
 - Flippers, air tanks, masks, etc.

BENEATH THE LEGO PHANTA-SEA, like *Adventures On LEGO Island* is presented in a storyline of 3 seamless acts.

ACT I:

Activities, exploration, builds and missions

ACT II:

Act II is triggered when you create chaos in your environment. The Brickster may encourage you or may actually create the chaos. Sharks are attacking everyone and everything. They take apart the base to the check-in platform (site of your build GUI), thereby preventing you from entering and building the necessary vehicle to capture the Brickster.

The Brickster, while the sharks attack, is stealing all of the vehicles. He is once again attempting to take over everything.

He has, among other things, stolen the fish translator that you and the Infomaniac have invented and is controlling the sharks to do his bidding.

In Act II you must stop the sharks by tranquilizing them with your spear gun, cage them and have them returned out of harm's way (away from the Brickster). Then you must return the bricks they have stolen so that you can re-enter the build site (click on the bricks dropped by the sharks upon capture. An animation will return them).

ACT III:

Act III involves the final chase and capture of the Brickster. Use the tranquilizer spear gun to capture him. Of course, he is also firing back at you. If you are hit, you stand catatonic while you watch him disassemble something else. The tranquilizer wears off after ten seconds.

Capture him, then put him in the shark cage to be hauled aboard a boat and transported away (or shot into space or sent back to the LEGO Island jail). The underwater world is saved!

ANIMAL CHARACTERS:

After creating the underwater translator, you meet and converse with:

- **OGEL: The Octopus**
- **ELOG: The Dolphin**
- **GOLE (Golly): The Shark**
- **LOGE: The Sawtooth**
- **GELO: The Manta Ray**

OTHER CHARACTERS:

- **Captain Bricksworthy**
- **Four scientists, including Dr. Berry and Dr. Two**
- **Four explorers**
- **The Brickster**